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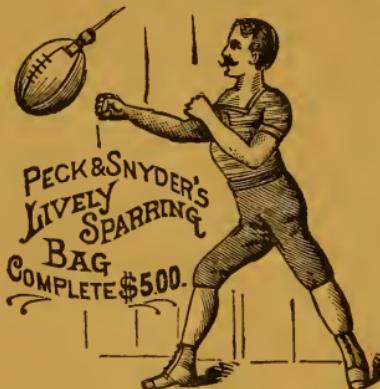
BOWLING

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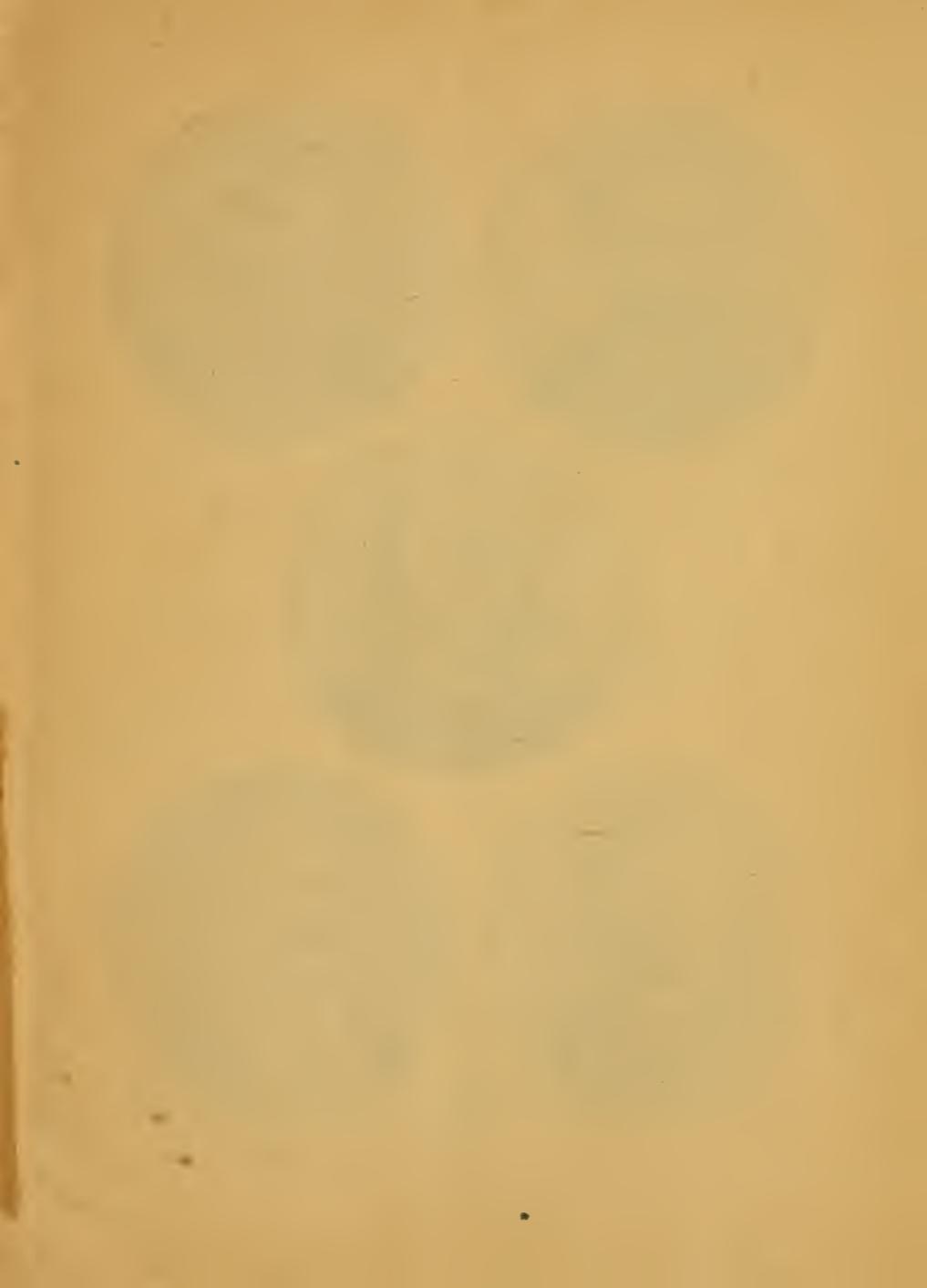
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BOWLING.



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HOW TO HANDICAP, SHOWING THE PHYSICAL BENEFIT TO
BE DERIVED FROM ITS PRACTICE, GIVING FULL
RECORDS OF THE PROMINENT BOWLERS.

GIVES RULES FOR PLAYING THE VARIOUS GAMES HAVING
THEIR ORIGIN IN TEN PINS, AND WHICH BEAR
DIRECTLY UPON THE GAME, WITH
MANY ILLUSTRATIONS.

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BOWLING.

HISTORY OF THE GAME.

From time immemorial the sport of bowling has held a place in the pastimes of mankind, not as prominently in past centuries as in the present, but sufficiently to warrant notice in the chronicles of the ancients. Away back in the dark ages of antiquity, traces may be found of the modern game of ten pins in its primitive stage. There are traces of the sport in Biblical history, in the archives of the Chinese Empire, and later in Roman history, as well as that of England, Germany and France. It appears to be the popular belief that the game is of German origin. This is true to a certain extent, if compared with the present ten pin game as played in this country; but the game of bowls is of English origin, and antedates the German game by many centuries.

The sport takes its name from the large spherical stones called bowlers. These stones were used as implements of war by the Romans, both in machines and in close combat when repelling an invasion, these being hurled from the hands upon the heads or breast of their foes. In times of peace these stones were used in the forum in athletic contest in much the same way as they are to-day in shot and hammer competitions. In the earliest period of its existence as a game it resembled the modern game of "duck and rock" now so common among the village lads, and consisted of placing a rock at a certain distance and rolling a round stone at it, the one coming the nearest counting a certain number of points. In England the game was played with spherical stones with flat surfaces, and about one foot in diameter, weighing five pounds. They were balanced on the fore arm and hurled at a set of nine pins placed so as to form a diamond, the aim being taken at the head or king pin. In France, according to Cobgrave, there formerly existed a game termed carreau, somewhat similar to bowls, the jack or mark being set up on a square stone at the end of an alley. In a Thirteenth Century MSS.

marked 20 Ed. IV., in the Royal Library, there is a picture of a game of bowls being played with a small cone erected at each end. Here the principle was evidently the same as at the time of its birth in America, viz., to see who could cast his bowl nearest the mark.

While the game was exceedingly popular among the common people, there arose at the very outset a prejudice against it among the middle class. Acts were passed in the legislative halls of Germany, France and England forbidding the playing of the game. In England it was considered among the "games like dishonorable, useless and unprofitable," caused probably by the same feelings which prompted the following quotation taken from Stephen Gosson's "School of Abuse": "Common bowling alleys are resorts that eat up the credit of many idle citizens whose gains at home are not able to weigh down their losses abroad, whose shops are so far from maintaining their play that their wives and children cry out for bread and go to bed supperless often in the year." Stow in his "Survey of London" also makes the statement that the game was one at which money was often risked. He says: "We made into bowling alleys and other parts into dining houses, common to all comers for their money there to bowl and hazard." Even after it made its debut in America the same stigmas appear to cling to the game; not to such an extent, to be sure, but enough to establish a prejudice against it in the minds of many.

ITS GROWTH IN AMERICA.

When Manhattan Island was first settled, or during the sixteenth and seventeenth centuries, it was the custom among the young and middle-aged men of the colony to play bowls and other games on a small green plot of ground or on any suitable piece of smooth and level turf, the dimensions varying, according to the ground available, but from 90 to 150 feet in length with a proportionate width. The favorite place in those days was known as Bowling Green, New York City, which is associated with stirring events in American history. Later on, in order to enjoy the sport in winter as well as in summer, it was only necessary to build the alleys under shelter. As the population increased so did the game, various improvements being made in the building of the alley, until in 1849 it reached its supposed zenith. On Broadway, from Barclay street to Eighth street, there were one or more alleys to be found on every block.

Early in the present century the game of nine pins, for at that time only nine pins were used, was highly popular. This in a measure, was ascribed to the improvements made in the construction of alleys, many of which were erected on Broadway and in the Bowery. Along in the "fifties" the game commenced to retrograde. In New York and Vermont during the "sixties" laws were passed prohibiting the continuation of the game of nine pins, but was useless, as an extra pin was added and the name changed to ten pins. With that period practically begins the present game which in the past three years has taken such strides in popular favor. It might be well to state before going further, the present game while related, to a certain extent to it, is not the game of nine pins, head pin or cocked hat, and should not be confused with the same. In 1875 the National Bowling Association was organized with eleven clubs as charter members in order to promote a more amicable feeling among the clubs and through them advance the standard of the sport. Tournaments were held at intervals and rules laid down to govern the game. During 1889 and 1890 the interest began to increase and a visit could not be made to any of the numerous alleys without witnessing a conflict between two local clubs. For a couple of years previous to 1889 the Pomeroy Tournament was the league tournament and there gathered together the most expert bowlers of this vicinity to do battle for the annual championship. The Academy or Herald tournament succeeded them in 1890 and 1891.

DEFINITIONS OF TERMS USED IN THE GAME.

BREAK.—When it requires all three balls to knock down the 10 pins on the alleys.

BRIDGE.—When pins No. 7 and 10 are left standing after first or second ball in any frame.

CHALK Box.—Box at the foul line, from which the shoes are chalked to prevent slipping.

DEAD WOOD.—Pins which have been bowled down and remain either on the alley or in the pin pit. Dead wood must always be cleared from alley before a ball is rolled.

FOOT MARK.—A horizontal line drawn directly across the alley, "the centre point of which line on the alley shall be sixty feet from the centre of the head-pin spot."

FRAME.—One of the ten equal parts into which the game is divided, corresponding to the innings of a baseball game. See diagram on page 12.

FRAME.—The triangular outline at the extreme end of the alley on which the pins are arranged. See page 9.

GUTTER.—The two troughs, one on each side of the alley, into which the balls roll when leaving the alley from the sides.

HEAD PIN.—Pin No. 1, see diagram on page 9.

KING PIN.—Pin No. 5, see page 9.

LOFTED BALL.—One which upon leaving a player's hands bounces one or more times on the alleys on its way to the pins.

PIN PIT.—Space back of the alley into which the pins fall when bowled from the alley.

PIN BOY.—Boy who returns the balls cast and resets the pins.

RUNWAY.—Raised slides at each side of the gutters, over which the balls are returned to the players.

RUNWAY.—Feet to the rear of the foul line, over which the player runs before casting the ball.

POODLE.—When a ball rolls into the gutter before striking a pin.

SPARE.—When all the pins have been removed from the alley with two balls.

STRIKE.—When all pins are knocked down by the first ball rolled in a single frame.

HOW TO BOWL.

There are about as many opinions on this subject as there are grains of sand on the seashore, all of which are worthy of some commendation. The physical anatomy of bowlers makes it almost compulsory that each shou'd adapt himself or herself to the style best fitted to them. Now it will be the object at the beginning to learn how to properly handle a ball. These balls vary in weight from one to fifteen pounds, and from the size of a baseball to a ball 27 inches in circumference. It hardly appears necessary to warn the novice about the folly of beginning with the largest balls; it is an unwritten law of physical culture to begin with lightweight first and gradually increase it; this every athlete will respect; but bowling is different, and, while the same rule applies with equal force, there seems to be an all-powerful inclination to begin with heavy balls. This has the effect of straining the nerves in the back, arms and legs, and gives

BOWLING.

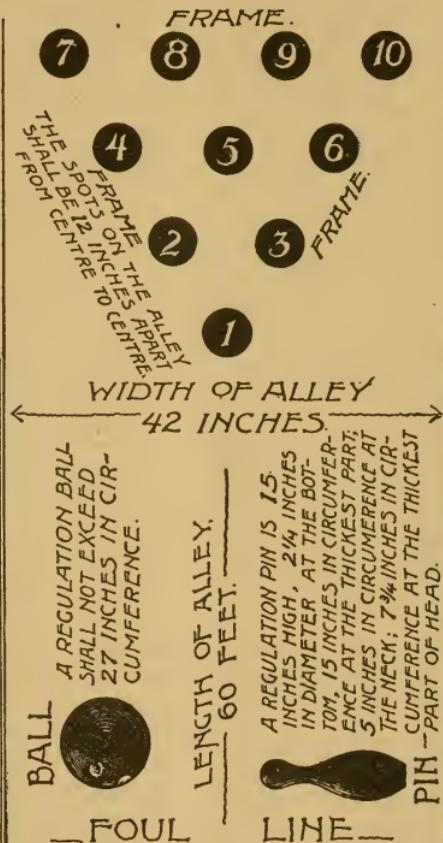
REGULATION ALLEYS.

CUSHIONS

DEPTH OF PIN PIT 10 INCHES.

PIN PIT.

INCLINE FROM POINT OPPOSITE
PIN NO 1 TO PIN PIT, 4 INCHES.

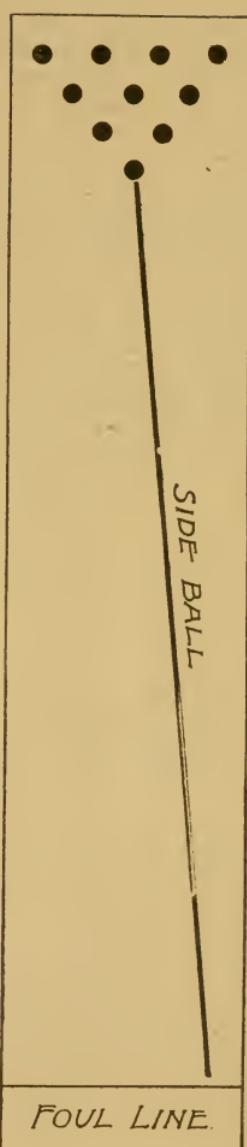
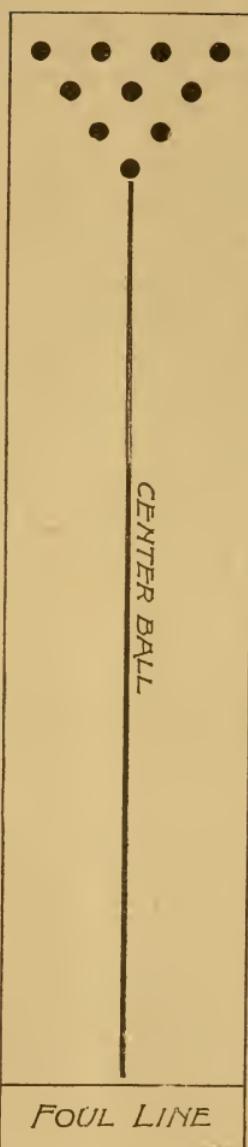
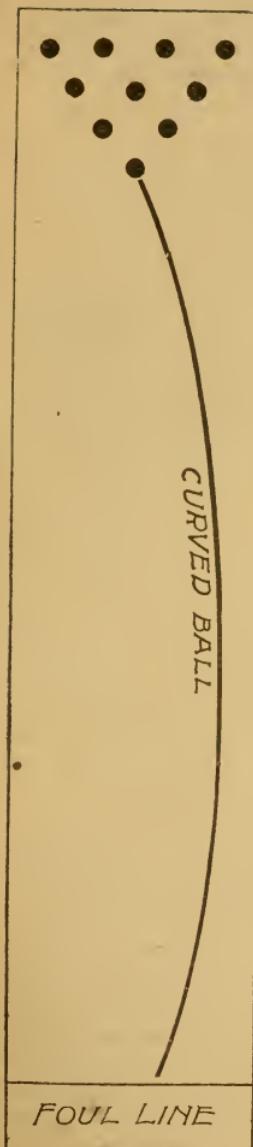


RUN WAY.

15 FEET
RUN WAY
LENGTH OF

the novice the feeling next morning that he must have run up against a John L. during the night. He also finds after an hour's steady practice that the ball is very stubborn, and that he has made little or no progress. Stick to the small ball until you acquire that familiarity with it which will assure you a certain amount of gracefulness as well as accuracy. In lifting a ball from the runway, don't grab it with both hands, one hand is plenty strong enough to handle it. Turn the ball over until the holes in it are facing upwards, insert the thumb, index and second fingers, and lift it from its position, letting the arm hang naturally by the side. Then walk to the position you desire behind the foul line. If you wish to roll a center ball, *i. e.*, from the center of the alley, direct at the head pin. Place yourself near that imaginary spot, holding the ball with both hands in the center of the body against the chest; then get your intended line by a glance of the eye from the head pin to where you stand. Let the hand which holds the ball down to your side; then, bending your body at waist and knees, with the right foot slightly to the back of the left, start the ball a-swinging like the pendulum of a clock, beginning slowly and increasing gradually until the velocity desired is attained; take a run of a few steps forward, taking care not to step over the foul line, and cast the ball. While the large majority take this run, there are a few who omit it; for instance, Charlie King, the high average man of Section No. 1 last year, the *Herald* tournament of 1890, and the roller of a score of 287 in a match game, the highest yet known to have been made in a match game, stands perfectly steady, faces the pins squarely and bends his body only at the waist. The same general rule applies to side ball and curve and twist ball rolling, the only difference being in the position taken behind the foul mark.

During the *Herald* tournament a comparison was made of the various styles, centre and side, left and right hand, and curved bowling, and no good reason was shown where one style was superior to another. Whichever style a novice adopts it should not be departed from, if an improvement is desired. Before stepping up to the runway for a ball, the soles of the shoes, unless tennis or rubber-soled ones are worn, should be well chalked from the chalk-box at the head of the alleys; this will prevent any possibility of slipping while delivering the ball. Don't take a ball from the runway while another ball is on its way down; this will prevent the fingers from being smashed between two balls.



The most comfortable costume to wear during a match game is a sailor or lawn-tennis shirt, trousers fastened by belt, and lawn-tennis shoes. This affords freedom and permits of physical benefit.

HOW TO SCORE.

For convenience in bowling the following tabulated formula has been arranged :

SCORING FORMULA.

PLAYERS.	FRAMES.										Game...
	1	2	3	4	5	6	7	8	9	10	
											Breaks ..
											Spares ..
											Strikes...
TOTALS.											

This table consists of a frame, which is subdivided into horizontal and perpendicular lines. The number of horizontal lines is equal to the number of players in the game, plus 3, and the number of perpendicular lines to 14, plus the two border of outside lines. Room sufficient to permit of the writing in of the players' names must be allowed between the left hand border and first perpendicular lines, after which the remaining space is divided into 14 equal parts. The four places at the extreme right are reserved for the totals, and begin from the left, placed in this order: strikes, spares, breaks and game. The other ten places are known as frames, and are ten in number. In all alleys the diagram will be found upon a side wall, at

a convenient height to permit scoring. The game is as its name designates, a game of ten pins, and consists in rolling a number of balls with the object in view of removing as many pins from the alley with each ball as is possible. Three balls are allowed each bowler to each frame. Should the first ball remove the entire ten, the bowler is credited with a strike (+) which is placed in the upper right hand corner of the frame in which he was bowling. Should it necessitate two balls before they are all removed, the bowler scores a spare (+) which, like the strike, should be placed in the upper right hand corner of the frame in which it is made. If it should require all three balls to remove the pins, it counts 10, and is known as a break; but if after the three balls have been rolled pins are still left standing, it only counts as many points in that frame as there are number of pins knocked down. Now let us suppose that a certain Mr. Blank has entered on the alleys and starts to roll a practice game, single-handed; the first ball he rolls knocks down five pins, the second, two, and the third, 1, making a total of eight in the frame, which is placed to his credit on the blackboard or score book, thus:

GAME BY FRAMES.

Players.	1	2	3	4	5	6	7	8	9	10
Mr. Blank..	8									

In the next frame his first ball takes nine pins down and the one remaining pin is carried off by the second ball. This leaves him one ball yet to roll, or a spare ball, and is credited to him in the second frame like this:

GAME BY FRAMES.

Players.	1	2	3	4	5	6	7	8	9	10
Mr. Blank..	8									

He starts on his third frame with one ball yet to bowl on the second frame. With this spare or third ball he knocks down four pins; with the first and second balls in the second frame he had cleared the alley scoring 10 pins which, added to the number of pins made by the

spare ball, equals fourteen; now, the score of every frame must have added to it the score of every preceding frame. The score in the first frame was 8, and in the second frame 14, giving a total of 23, and is placed in the second frame:

GAME BY FRAMES.

Players.	1	2	3	4	5	6	7	8	9	10
Mr. Blank.	8	23								

But he is still on the third frame, and the spare ball tallied in the second frame counts the same number of pins in the third frame which makes it also count as the first ball in the third frame. There are now two balls left with which to remove the remaining pins; on the second ball he again removes all the pins and counts a spare, which is placed in the upper right hand corner:

GAME BY FRAMES.

Players.	1	2	3	4	5	6	7	8	9	10
Mr. Blank.	8	23								

With the next ball he scores 6 pins, added to the 10 already made as indicated by the spare in the third frame, gives him a total of 16, added to the score of the second frame 23, gives the score for the third frame as 39:

GAME BY FRAMES.

Players.	1	2	3	4	5	6	7	8	9	10
Mr. Blank.	8	23	39							

After bowling the remaining two balls by which he only succeeds in removing three additional pins which, added to the 6 on the spare ball in the third frame, which is also the first ball in the fourth frame, gives a total for that frame of 9, which, added to the 39 in the third frame, gives a grand total of 48:

GAME BY FRAMES.

Players.	1	2	3	4	5	6	7	8	9	10
Mr. Blank.	8	23	39	48						

In the next or fifth frame he removes all the pins with the first ball thus scoring a strike:

GAME BY FRAMES.

Players.	1	2	3	4	5	6	7	8	9	10
Mr. Blank.	8	23	39	48	+					

And in the sixth frame, by removing all the pins with two balls, he scores a spare:

GAME BY FRAMES.

Players.	1	2	3	4	5	6	7	8	9	10
Mr. Blank.	8	23	39	48	+					

Having made a strike in the fifth frame gives him ten pins for one ball, and two balls to be rolled in the sixth frame, and their totals to be counted in the fifth frame; with them he scored a spare or 10, which gives a total of 20 for the three balls on the fifth frame. This added to 48 in the fourth frame makes his score for the fifth frame 68, and spare ball in the sixth frame:

GAME BY FRAMES.

Players.	1	2	3	4	5	6	7	8	9	10
Mr. Blank.	8	23	39	48	+	68				

With that spare ball, rolled in the seventh frame, he makes a strike, or 10 pins, which, when added to the 10 pins scored with the first and second-balls in the sixth frame, makes 20 pins for the three

balls, which is to be added to the 68 pins in the fifth frame and tallied in the sixth frame, 88:

GAME BY FRAMES.

Players.	1	2	3	4	5	6	7	8	9	10
Mr. Blank..	8	23	39	48	+	68	88	+		

He begins the eighth frame with two balls yet to be rolled in the seventh frame; with those two balls he removes 7 pins which, added to the 10 pins made with the first ball, or strike, gives him a total of 17 pins, to which is added the 88 pins in the sixth frame and closes the seventh frame with 105:

GAME BY FRAMES.

Players.	1	2	3	4	5	6	7	8	9	10
Mr. Blank.	8	23	39	48	+	68	88	10	115	

The ninth frame is begun evenly again, and with the first and second ball he knocks down all the pins scoring a spare:

GAME BY FRAMES.

Players.	1	2	3	4	5	6	7	8	9	10
Mr. Blank.	8	23	39	48	+	68	88	10	115	

Now comes the "wind up" or tenth frame; but he has yet one ball to roll in ninth frame, and he makes a strike or 10 pins, added to the 10 pins made with the first and second balls in the ninth frame, gives him 20, which, added to the 115 in the eighth frame, closes the ninth frame with 135. There are now two balls yet to be rolled in the tenth frame, and the pins being all down are again set up; with the second ball he again makes a strike, and one more ball to be rolled again; the pins are set up and, with the third ball, he makes another strike; this counts 10 more or 30, in all for the tenth frame; 10 by the first ball, 10 by the second ball, and 10 with the third ball, which,

added to the 135 in the ninth frame, finishes the game and gives him a grand total of 165:

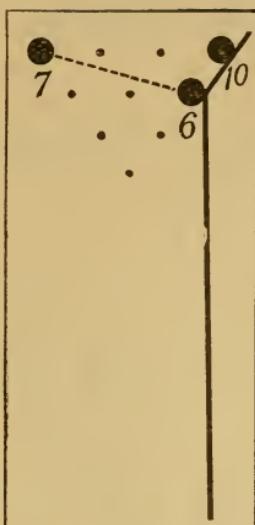
GAME BY FRAMES.

Players.	1	2	3	4	5	6	7	8	9	10
Mr. Blank.	8	23	39	48	+	88	10	115	135	XXX 165

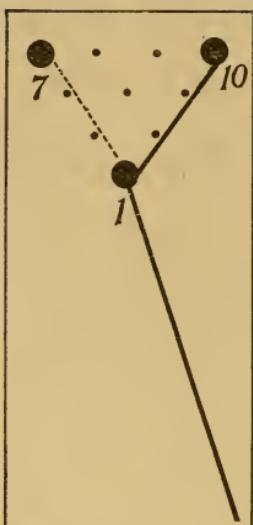
SPARE BOWLING.

Spare bowling is the mainspring of the game and presents to the bowler hundreds of geometrical combinations which will be found sufficient to call forth the very highest order of mental strength and executive ability, in order to accomplish them. Unlike its side-partner strikes, there is very little chance for "luck" to back it up. It must be played on merit. While it is true that strikes have a greater numerical value and assure the bowler making them much credit, it is left for the spare-bowler to awake in the anatomy of the spectators that burst of enthusiasm, that out-pouring of pentup feeling which has been compared to the "roaring of the surf." Certain it is that they are the most difficult of execution, and the making of them closely resembles many billiard shots. Following are diagrams of six of the most difficult ones, the making of which takes a greater amount of skill and study than the average on-looker has any conception.

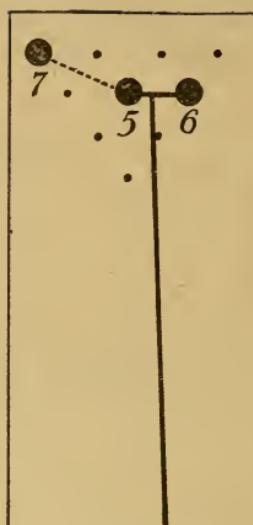
The spare in diagram No. 1 is quite frequently met with during match games. Expert bowlers play it with a straight right side ball kissing the pin No. 6 slightly on the off-side carroming to pin No. 10. No. 6 when rightly struck, is sent flying over against No. 7. A novice invariably tries to make this spare with a right side ball and a carrom from 6 to 7. He will succeed in knocking over 6 and 10, but 7 need have little fear of being reached by the ball, the distance being too great. A triangular spare such as is shown in diagram No. 2 is executed by rolling a cross alley ball direct at the head pin, which is thus sent against No. 7, the ball glancing off toward No. 10; the spare can be made by rolling from the other side of the alley and the result obtained in the same manner. Spares like that in diagram No. 3 can only be made by rolling straight



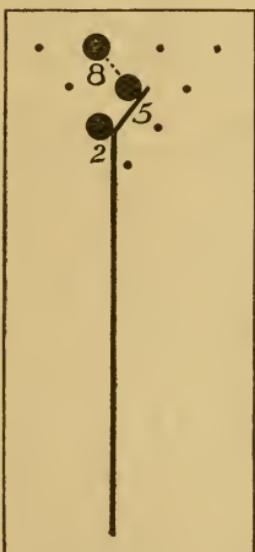
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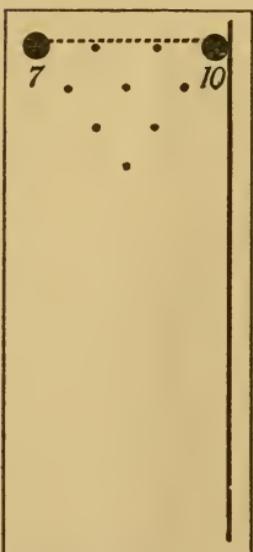
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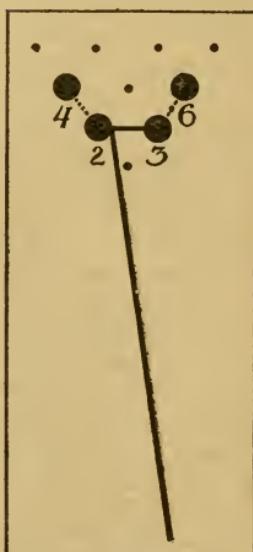
(3)



(4)



(5)



(6)

----- DIRECTION OF PIN.
 ————— DIRECTION OF BALL.

right center ball 5 and 6 and sending pin 5 to 7. A bowler may often be seen playing a carrom shot on 6 and 5, but it is exceedingly rare to see 7 removed by it. Diagram 4, to the uninitiated, looks to be the easiest thing in the world, but the result is mostly otherwise. To play a side-ball at the head pin would lose the spare, as 8 would be left standing as serenely as though never having run a chance of a knockout. There are two ways to make it; first, by rolling a centre ball for the right side of 2 which is sent into the gutter, the ball taking off 5 and 8; second, to carrom slightly on the right of 2 going to 5, which then takes 8, the ball going to the gutter from 5. A spare like that in diagram 5 makes a team despair of its player making more than nine points in that frame. It is what bowlers call the "daisy" and is the most difficult of execution of any known spare in the game. It can be made by rolling a straight side ball from either side of the alley evenly leaving not more than $\frac{1}{2}$ -inch space between it and the gutter, but with so much speed must the ball be sent and the pins so delicately kissed, that it is missed twenty times where it is made once. All first-class teams give spare-bowling their time and attention while practicing, and when trying for strikes study the positions in which the pins may be left should the strike be missed and their bearing on their chances for a possible spare on the next ball rolled. These five examples will suffice to illustrate the importance of spares in the game and also that they must be played on the same general principle as if they were balls, instead of pins, on a billiard table.

WOMEN BOWLERS.

Bowling is not a pastime dedicated to masculine monopoly exclusively, for women seem to take as much interest and derive as much enjoyment mentally and physically as the sterner sex. In every city there are winter social clubs where once a week, on some specified night, the members of both sexes meet and to the musical accompaniment pass the evening in bowling. These clubs are exceedingly popular among young people, and with them is rapidly succeeding the "Once a Week" dancing clubs. Many of these combine both features; dancing taking place among those players who are waiting the reoccurrence of their turn at the alleys.

The costume worn by women who indulge in the sport for the phy-

sical development which they derive from it, is a loose-fitting skirt rising a couple of inches above the floor, a blouse or waist worn carelessly easy, with the sleeves loosely fitting so as to permit the arms full play, and rubber-sole tennis shoes which should be well chalked from a box at the end of the alley. If a belt is worn, do not have it drawn too snugly, for the hips, next to the arms, receive the most benefit from the game, and as that benefit is gained by the expansion and contraction of those muscles caused by the stooping necessary to deliver the ball, a tight belt will bind so as to prevent a free and easy movement, hence, defeat the very aims desired. Corsets should not be worn, but if so, very loosely laced. Care should be taken to prevent a draught, but the alley must be well ventilated, for the lungs are continually absorbing the air and at a greater increase of speed than ordinarily; besides, the continual dropping of the pins and balls stirs up a certain amount of dust, not counting the fine specks of powdered chalk continually drifting about. Lady bowlers should not be influenced by seeing the size of the balls which are used during the game by the sterner sex and attempt to use the same weight, because they are not to be handled so easily and are likely to over-tax the muscles and cause a severe sprain. A small ball can be used just as effectively and the result on the score not materially changed. A ball whose weight is about 5 pounds is plenty heavy enough; besides, it will permit much more grace in the handling of it, therefore, will improve the style of delivery.

The game is recommended very highly for women who are troubled with backs and hips, and is, when played in moderation, very strengthening to those members. Women cannot be expected to make as high scores as men do, and should at the very first give up that idea. The formation of their arms is an impediment at the very outset, and prevents that freedom necessary for the proper delivery of a ball. A score of 100 made by them is equivalent to 200 made by a man, and 200 is equal to the maximum 300. The following three "Don'ts" should be respected by them:

Don't go with your fingers covered with rings or your arms with bracelets. They may be lost or broken.

Don't take a ball from the runway while another is on its way down, for the fingers are liable to be broken.

Don't use a ball heavier than can be comfortably handled; it is liable to cause a severe strain if it is done, and gives appearance of awkwardness.

PHYSICAL BENEFITS.

Bowling, like all athletic sports, has its benefits and injuries to the human system. It combines in one the benefits derived from running without the exhausting after-effect of rowing in strengthening the muscles of the back, arms and legs; of shot-putting, and, in fact, there may be found in it some of the benefits of nearly every sport. The following quotations from Mr. Checkley's "Manual of Physical Training," a work unequalled in excellency, shows clearly where the sport will add to the human anatomy.

"The muscles of the body are arranged for the most part in complementary groups, by which they act together, pulling and relaxing as the case may be. Thus in the limbs the muscles which straighten the bones are called the *extensor* muscles, while those that bend them are called the *flexor* muscles. The *biceps* on the front of the upper arm are the flexor muscles, because they pull up the forearm. To straighten out the arm again, the *triceps* on the back of the arm exercise their office as *extensors*. In the same manner the flexors of the leg are on the back and the flexors of the hand are on the palm. The tendons join the forearm not far below the elbow joint, thus giving the muscles a very quick leverage on the arm. With so short a hold, however, this muscle requires great power. Of course in fixing, the arm, the forearm muscles—which in their turn are united with the upper arm—are brought into play. When the muscles on the front and back of the arm are drawn down it at once becomes rigid. The function of muscle is thus to pull. Every movement of which the body is possible is brought about by the pulling of one or more muscles. The pulling is, as I have said, accomplished by the contraction of the muscles, and this power of contraction is inherent in them. It belongs to their very nature. Of course, it is the duty of every healthy being to keep the muscles as perfectly under the control of the will as possible. The partnership between the brain and the muscles should be complete and continuous. It may be set down as an absolute truth that no one will become unconscious of his body in the right sense until he has first become thoroughly and intelligently conscious of every part of it. Now, the contractility of the muscles, the power it has to shorten and draw its ends closer together, depends on the extent and condition of the *fibres*, the bulky part of the muscles as distinguished from the hard and uncontractile tendons; the fibres looking, when highly magnified, like a bunch of red worms

all stretched in one direction, form the *meat* of the body as distinguished from the bone and gristle. In fact, the muscles make up in weight more than half the bulk of the body. From this it may be judged, without argument, that the health of this machinery is of very great importance to the health of the body. The muscles are not implements which may or may not be used and cultivated according to the taste and pursuits of the person. They must be used and developed, or the body will fall into ill health. They are more than half of us, and must be taken into consideration in a serious and intelligent manner.

"The chief reason why the muscles must be kept in use is that their health directly affects the circulation of the blood, and upon the perfect circulation of the blood physical health is greatly dependent."

HANDICAPPING.

Handicaps can be applied in bowling as well as in any other sport and the time is not far distant when the Board of Governors will have to give the matter attention. There is very little interest in a game between such clubs, for instance, as the Phoenix and the Grips, when the result is a foregone conclusion. Now, as to handicapping, let us take the Phœnix Club, which has an average of 837 in twenty games, and the Grips, which has an average of 777 in the same number of games. They could be made equal by the following method: Add the averages of both clubs and divide the total by two. Subtract the result from the highest average and add the difference to the lowest average. This difference will be the handicap. The handicap should be made on the average of each club in the last tournament in which such club rolled at least ten games. An objection may be made to this on the grounds that each club is liable to change its players; in that case the average of the new member or members of the team can be taken for the last ten games rolled by them and added to the team average, less the number of old members whom the new members substitute, and a handicap taken on the same system. An official handicapper can be appointed, whose duty it shall be to know the relative merits of the clubs who are members of the American Amateur Bowling Union.

The schedules of the sectional as well as final tournaments, with the names of the players on such team, can be submitted to him for

handicapping. It may be said that this would be a herculean task. It is not so. There will not be more than sixty clubs participating. The handicaps of the Amateur Athletic Union number 400 to 500. These are all made within three hours.

GAMES OTHER THAN TEN PINS.

COCKED HAT.

This game is played with pins 7, 10 and 1 standing. The rules of the American Amateur Bowling Union govern this game. The system of scoring is the same in this game as in ten pins, except that a strike counts three. There are no spares, and each pin knocked down equals 1. To compute the scores follow the same rules as laid in Chapter VII., only remember the difference in the value of the pins and strikes.

COCKED HAT AND FEATHER.

In this game pins 7, 10, 5 and 1 are standing. There are ten frames as in ten pins. The object is not to knock down the feather, pin No. 5; all the other pins must be knocked down or the frame counts nothing; if this is done the frame counts one, three balls are allowed in each frame, and 10 points is the maximum. Dead wood is not removed except at the end of a frame.

COLLEGE GAME.

Here pins 5 and 1 are standing and an additional pin placed in a direct line 12 inches in advance of pin No. 1, and is known as the picket pin. Pin No. 1 counts 5 points, and pin No. 5 counts 7. The object is to bowl down pins 1 and 5 and have the picket pin standing; if it is knocked down the frame counts nothing. Strikes and spares count in this game, three balls are used to each frame, and there are ten frames. Score the same as in ten pins, only remember the value of the pins.

NEWPORT GAME.

All pins are spotted. There are ten frames and three balls to each frame. The game is to knock down an exact number of pins from 1 to 10, not necessarily in rotation. The bowler who scores the largest number of winning frames is the winner. If a player in any frame bowls down pins equal in value to any which he has scored in preceding frames, the frame counts for nothing, and any spare balls he may have saved in that frame counts for nothing. Gutter balls

count and dead wood permitted to remain on the alley; one score is only permitted to each frame and alleys used alternately. Balls rebounding from the cushions do not count. The manner of scoring is as follows:

FRAMES.

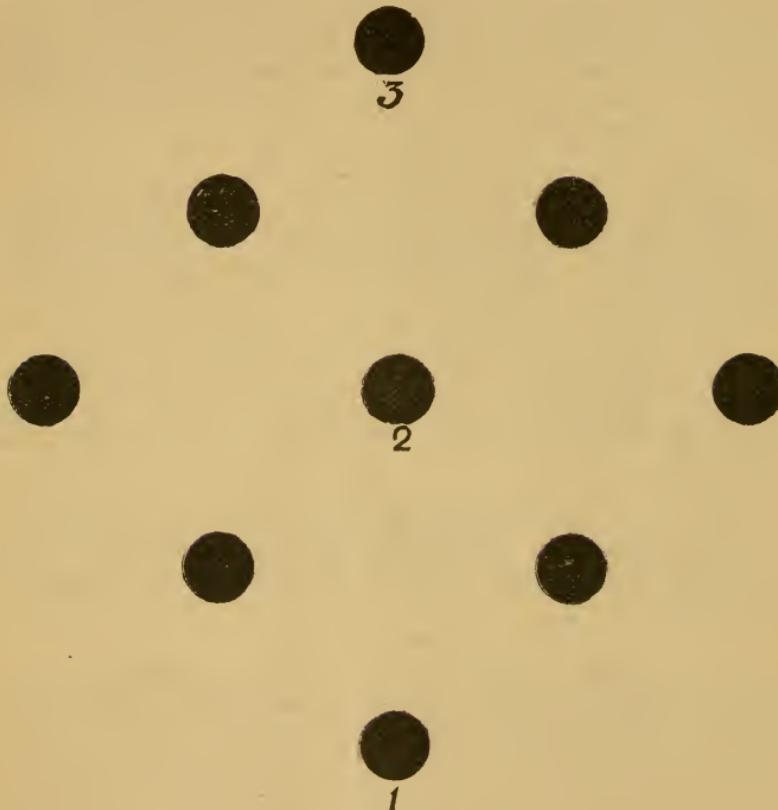
Name.	1	2	3	4	5	6	7	8	9	10	Total.
Jones...	Frames lost.			+	+				+	+	4
	Frames won.	1		3	5	7		9	10	6	
Smith...	Frames lost.		+			+					2
	Frames won.	1	2		4	6	7	8	9	10	8

Here it will be seen that Jones has lost 4 frames and won 6; and Smith has lost 2 and won 8; Smith therefore wins. The + above the number in frames won, indicates that the player bowled in one frame the same number of pins as he did in some other frame and hence can count nothing.

BOWLING.

HEAD PIN GAME.

The pins in this game are set up like this:



There are nine pins spotted. The game is divided into 4 frames, in each of which a bowler is allowed 4 balls. Two balls being rolled on each alley. The object is to knock down the head pin first; when that is done, all pins falling in consequence are credited, but do not if the head pin is not struck, in which case the ball is lost to the bowler. All pins are respotted after each ball has been rolled, and each pin counts 1; the maximum score is 144.

THE GLEN ISLAND.

Three pins are used, 1, 2 and 3. See cut of head pin game. Should the head pin be the last of the pins knocked down, the king or center pin counts 2 and the rear pin 3; when the head pin is bowled down, the center and last pins when knocked down, have a value of 1. The head pin only has a value of 1. The dead wood is allowed to remain on the alleys and there are not any restrictions. The possible score in the ten frames is 60.

SEVEN UP.

Is played with all pins standing except pins 5, 2 and 3. The usual number of balls are used, strikes and spares counted; each pin counts 1. Penalties there are none, neither is the dead wood cleared from the alleys. There are ten frames to a game, and 210 is the possible score.

NINE PINS, HEAD PIN, OUT.

As its name implies, all pins remain up except pin No. 1. The number of frames and balls are the same as in ten pins. There are no penalties, neither is the dead wood removed. One pin only in each frame must be left standing or there is no count. The maximum score is 10.

T GAME.

Pins 7, 8, 9, 10, 5 and 1 remain up. The balls and number of frames are the same as in ten pins. Strikes and spares count 6 each. There are no penalties and dead wood is allowed to remain. Maximum score, 180.

PIN POOL.

After the game of the same name in billiards. All pins are up and but one alley used. Fifteen players can participate; their order of rolling is determined by throwing out small ivory balls from a leather botter and the number on the ball indicates the players turn; other balls with numbers on up to 25 are thrown out. The game is 31 and each bowler endeavors to knock down sufficient pins, which, together with the number on the ball he has drawn, will make the desired total. Should the number of pins knocked down taken in conjunction with the number on the ball he has, amount to over the 31 points required, he is declared out of the game and must put up five cents to re-enter. The man who runs out first takes the pool. Each bowler is allowed one ball. The rules governing this game are as follows:

1. The number of the ball must be deducted from 31, and the balance made by the pins.
2. When number one is called upon to play, he looks at his ball (the number on which, we will say, is 21), and having ten pins to knock down to make him pool, he proceeds to roll, and if he should not make the necessary pins in that inning, he must wait until his regular turn comes.
3. He who makes 31 first is the winner of the pool.
4. Only one ball can be rolled in each inning.
5. Whenever a player makes over 31, he is "burstled," and must declare himself so.
6. When "burstled," the player has the privilege of taking another numbered ball by paying the original ante, and in such cases he comes in at the foot of the class; for instance, if there are seven in the pool, the first "burstled" man comes in number eight in the play.
7. The game continues until 31 is made.
8. No lofting or throwing of balls is allowed; the balls must be rolled.
9. A player has the privilege of rolling with any kind of ball, whether solid or not.
10. All pins knocked down by a player in one inning must be scored for him on the board or slate used for that purpose.
11. The board or slate must be placed in such a position that the players can see from the alley the number credited to them.
12. The gamekeeper is the final judge in all matters of dispute.

NINE UP AND NINE DOWN.

All pins up. The player tries to knock down but one pin with the first ball, and counts one if he does it; with the remaining two balls he endeavors to knock down all the remaining pins except one, which also counts one. Twenty is the maximum; no penalties; dead wood allowed. Ten frames, three balls.

HEAD PIN—FOUR BACK.

Pins 1, 7, 8, 9, 10, standing. Two is counted if pins 7, 8, 9, 10 are knocked down and pin No. 1 left standing. If all pins are knocked down, the player counts 1. No penalties; dead wood allowed. Ten frames, three balls, maximum, 20.

FIVE BACK.

Pins 7, 8, 9, 10, and 6 standing; in case of a left-handed bowler No. 6

is substituted by No. 4; strikes and spares count five each; maximum 150. No penalties; dead wood allowed. Ten frames, three balls; score after same system as ten pins, remembering difference in value of strikes and spares.

WHITE ELEPHANT.

All pins up. The game is to get as few pins as possible without the ball leaving the alley. A pin counts three for the player making it. The player getting the lowest score wins. Dead wood not allowed; maximum 10. Ten frames, three balls.

NINE NO MORE AND NO LESS.

All pins up. Object to knock down nine pins with three balls, either one, two, three, or all three, if more or less than nine are knocked down the frames count for nothing. The player having the largest number of nines in ten frames wins. No penalties; dead wood not allowed; maximum, 10.

THE OPEN GAME.

Pins 7 and 10 up. Ten balls are allowed each one of the players and the object is to roll them down the alley between them without touching either. If the ball goes off the alleys into the gutter, it counts one; and if a pin is knocked down, it counts one. The player having the smallest score wins.

SEVEN DOWN.

All pins up. Object is to knock down only seven pins with three balls; if this is done with one ball, the other two balls must be rolled, and if any one of the three remaining pins are knocked down, the frame counts nothing and should one of those two balls go into the gutter the frame is also lost for the bowler. The player making the most-seven-in ten frames wins. Dead wood not removed; maximum, 10.

FOUR BACK.

Pins 7, 8, 9, 10 standing. Three balls. Ten frames, strikes and spares count as in ten pins. No penalties; dead wood allowed. Each pin counts 1; maximum, 120.

AMERICAN AMATEUR BOWLING UNION.

In 1890 another step in advance was taken. New blood was infused into the national Bowling League. The name was changed to the American Bowling League and a readjustment of the spots of the triangular frame on which the pins were placed was affected. It was found necessary to reduce the size of the pins in every way except on the bottoms, which were made larger, so that they would not fall so easily. Hence instead of being seventeen inches high and sixteen and a half inches in circumference around the thickest part, the regulation pin is now only fifteen inches high and fifteen inches round, while they are now two and one-quarter inches across the bottom instead of two inches as formerly. It can readily be seen that the radical change in the size of the pins made scores of two hundred and over less frequent, as the pins not only dropped slowly, but when they did fall they were less likely to knock down other pins. Moreover, the pins are now made of much harder and heavier wood, so that they are not scattered over the alley so readily, and therefore at times pins remain standing that would formerly have been knocked over by the falling pins. This change was calculated to and did shut out a most undesirable class of men. It elevated the game nearly 100 per cent. by making it much more scientific. The athletic clubs began to take an interest in the game and teams were formed to represent them. The Association was then composed of the following charter members: New York City—Manhattan Athletic Club, Phoenix Bowling Club, Produce Exchange Bowling Club, Atalanta Boat Club, Cosmopolitan Bowling Club, New York Bowling Club, Ivanhoe Bowling Club, American Bowling Club, Kenilworth Bowling Club, Madison Bowling Club, Harlem Republican Club. Brooklyn—Echo Bowling Club, Nameless Bowling Club. Boston, Mass.—Boston Athletic Association. Newton—Newton Club. Roseville, N. J.—Roseville Athletic Association. Jersey City, N. J.—Jersey City Athletic Club. Hackensack, N. J.—Oritani Field Club. Westfield, N. J.—Westfield Athletic Club. Elizabeth, N. J.—Elizabeth Athletic Club. Staten Is-

land, N. Y.—Statue Island Athletic Club. Tarrytown, N. Y.—Young Men's Lyceum Bowling Club.

Since 1890, and up to the present time, the association has steadily increased in membership until it now numbers sixty clubs, representing an individual membership of over two thousand. Until 1890 the teams consisted of ten men each, but as it had a tendency to prolong the playing of a match game and decreasing the individual work of the members, it was discarded and teams of five were substituted. The Board of Governors at the annual meeting in 1891, having in mind the stigmas, which were attached to the game from its infancy, caused to be inserted in its constitution the following:

Object.—The object of this league shall be the improvement and promotion of the game of ten pins. (Article II.) It also for the third time in its history changed its name and is known as the American Amateur Bowling Union. Until the meeting referred to above, the old inclination to hazard money, by members playing in a match game, still existed, and every effort to stop the practice seemed to meet with opposition. At a meeting held in the Tremont Hotel on February 24, a step was taken to define the meaning of an amateur bowler, which, while by no means complete, is a stepping stone for future action.

The three principal features of the new constitution and by-laws are as follows: It shall be lawful for any individual, who is a member of one of the associate clubs of this union, and if any associate club of this union, in any tournament given under its auspices shall present among its players at any game an individual who, in the same tournament, or any branch thereof, has bowled with any other associate club, the game so played shall be subject to protest, and shall be declared by the Board of Governors as lost by the club which so illegally played such individual, and shall be awarded to the opposite club, provided such opposite club be not equally at fault, in which case the Board of Governors shall order the game to be rolled over again by said clubs without their using illegally any players. (By-Laws, Article II.)

And an amateur club within the meaning of this constitution is one which shall not have participated in any game or tournament in which a prize offered or contended for was money or cash since the adoption hereof. And any club that shall violate this provision shall be liable to expulsion (By-laws, Article III.).

And an amateur within the meaning of these by-laws is an indi-

vidual who shall not participate in any game of ten pins for money or cash prize, or who shall not participate with any team bowling for a cash or money prize. Any individual violating this law shall be ineligible thereafter to roll in any game under the auspices of this Union (Constitution, Article II., Section 1).

At a meeting of the Board of Governors of the American Amateur Bowling Union, held Oct. 26, 1892, the clubs in the Union were divided in the following manner:

SECTION A.—New York Athletic Club, Manhattan Athletic Club, Staten Island Athletic Club, Xavier Athletic Club, Irving Bowling Club, Cosmopolitan Bowling Club, Ivanhoe Bowling Club, Our Bowling Club, Produce Exchange Bowling Club, American Bowling Club, Atalanta Boat Club.

SECTION B, *Subdivision I.*—Bachelor Bowling Club, Windsor Bowling Club, West End Bowling Club, Bloomingdale Bowling Club, Grip Bowling Club, Harlem Republican Club.

Subdivision II.—Phœnix Bowling Club, Madison Bowling Club, Aetna Bowling Club, Palisade Boat Club, Young Men's Lyceum Bowling Club.

Subdivision III.—New York Bowling Club, Standard Bowling Club, Prospect Bowling Club, Orient Bowling Club, Kenilworth Bowling Club, Astoria Athletic Club.

SECTION C, *Subdivision I.*—Echo Bowling Club, Monroe Bowling Club, Saranac Bowling Club, Recreation Bowling Club, Constitution Bowling Club, Peconic Bowling Club, Ansonia Bowling Club.

Subdivision II.—Nameless Bowling Club, Mystic Bowling Club, Osceola Bowling Club, Pin Knight Bowling Club, Waverley Bowling Club, South Paw Bowling Club.

SECTION D, *Subdivision I.*—Jersey City Athletic Club, Columbia Club, New Jersey Bowling Club, Arlington Club, Oritani Field Club.

Subdivision II.—America Bowling Club, Iroquois Bowling Club, Montgomery Bowling Club, Alpha Bowling Club, Roseville Athletic Club.

In every subdivision of three competing clubs, the winning club only, and that from every subdivision of more than three, and not exceeding six competing clubs, the first and second clubs in victories won, are permitted to take part in the final tournament.

SOME REPRESENTATIVE BOWLERS.

Bowling like all other sports has its conspicuous men both on the alley and in its councils. As before pointed out the supreme body in this sport is the American Amateur Bowling Union, whose rules, constitution and by-laws, while not obligatory on any other union, league or association, are nevertheless where not entirely embraced, as the constitution and by-laws of other smaller organizations are copied largely by them and its playing rules are universally used. Therefore, it will be necessary to start with this organization first:

WILLIAM J. PELL.

W. J. Pell, president of the American Amateur Bowling Union since its organization, and an active member of the Echo and Montauk Bowling Clubs, was the concepтор of the American Amateur Bowling Union of the United States. Mr. Pell sent out the call for the purpose of forming a confederation of bowling clubs, from which the present Union sprung up, and is, therefore, its sponsor. He won his popularity in the bowling world by his ever-watchful care in the interest of pure bowling, the promotion of its best features, and as an enthusiastic explorer after improvements. He was high-average man in the Carruther's tournament in 1889, with an average of 182; in 1890 in the same tournament his average for 12 games was 178. In a match game he has a score of 268 and in practice 289. During the year ending April 30, 1890, he rolled 57 practice games, for an average of 175. During the year ending April 30, 1892, he rolled 60 practice games, for an average of 170. Mr. Pell has been an active bowler for twenty years and in that time has been a member of the following clubs in their respective order: Union Bowling Club, Athletic Bowling Club, Nassau Bowling Club, Pin Knight Bowling Club and at present the Echo and Montauk Bowling Clubs. Mr. Pell is enthusiastic over the rapid growth of the Union, and looks forward to the time when that body will embrace other improve-

ments in keeping with the times, which will elevate the game and increase it in popular favor to even a greater extent than it is to-day.

WILLIAM H. TRAFTON.

W. H. Trafton, Secretary of the American Amateur Bowling Union, and one of its charter delegates, is also a member of the Produce Exchange Bowling Club, and, beside having held every office it the gift of its members, is the delegate from that club to the Union. He is also a member of the American Bowling Club. Mr. Trafton was largely instrumental in the readjustment of the regulations governing the size of pins, balls and spots, which has done so much to advance the game. As a bowler he is known as "reliable," rather than an extra high bowler, though he has rolled 285 in practice and 237 in a match game. Besides advancing the game through physical efforts, he has done by his pen equally as much, if not more, to place the game before the public as the most popular of winter sports.

FRANK M. CLUTE.

F. M. Clute, Treasurer of the American Amateur Bowling Union, enjoys the distinction of having rolled on two champion teams last season—the New York Athletic Club, champions of the Athletic Bowling League, and the Phoenix Bowling Club, champions of Section No. 2 and the finals of the American Amateur Bowling Union. He hails from the old Mutual Bowling Club of 1885, which was so well and widely known during its existance; he later joined the Phoenix Bowling Club of which he is president, and the New York Athletic Club, whose delegate he is to the American Amateur Bowling Union. In 1889 his average for all match games was 163. In 1890 in match games 170, and in practice he rolled ten games of 200 and over, seventeen games between 175 and 200, fifteen games of over 160. In the Herald tournament of 1890, on the Phoenix team which finished second, he bowled nine games for an average of 171+. In the Herald tournament of April 16, 1891, he rolled on Our Club, and in thirteen games had an average of 164+. In the finals of the American Amateur Bowling Union, May 6, 1892, he rolled fourteen games for an average of 165+. In Section No. 2, his average for thirteen games was 176+. In the Athletic Bowling League, February, 1892, he played 26 games and maintained an average of 166, and in the Knickerbocker tournament of 1892, he won first prize with an average of over 180. Being a lawyer by profession, the American Amateur Bowling Union

has always made him chairman of committees for the revision of its constitution and by-laws, rules governing the games, and the division and classification of the various sections, where such changes became necessary. The present constitution, by-laws, and regulations and formation of Union into sections is the direct result of his personal efforts. Mr. Clute is an enthusiast in the sport and always ready to lend his experience for its further advancement.

WILLIAM B. SELLERS.

W. B. Sellers, is one of the two men, Mr. George Wadleigh, of the Jersey City A.C. being the other, who can lay claims backed by the affidavits of witnesses, to the maximum 300 score, which he made on the alleys of the Echo Club, Brooklyn, of which he is the captain, Feb. 11, 1890. Mr. Sellers first began bowling with the organization of the Echo Bowling Club in May, 1883, and has rolled in all the tournaments in which the club has taken part. In the first Pomeroy tournament, 1886, now the Academy tournament, his average was 170, and in the second, 1887, his average was 181. In the first Carruther's tournament of Brooklyn, he won third individual prize. In the sub-tournament of Carruther in 1890, he rolled nine games with an average of 192, winning second individual prize. For the year ending April 30, 1890, Mr. Sellers rolled 148 practice games for an average of 188. In the Carruther's individual tournament of 1890-91 he won first prize, by winning sixteen out of 17 games played. In the *Herald* tournament in 1891 he rolled 14 games with an average of 167. For the year ended April 30, 1891, he rolled 128 practice games for an average of 179. In Section 3, 1892, he rolled twelve games for an average of 176+, and the finals of the American Amateur Bowling Union in twelve games his average was 168+. For the year ending April 30, 1892, his average in 92 practice games rolled was 170.

GEORGE WADLEIGH

G. Wadleigh shares with Sellers the honor of having rolled the maximum score of 300, which he accomplished on the alleys of the Jersey City Athletic Club, Jan. 8, 1890, in competition for the high-score challenge cup of the club.

HARRY W. COWPERTHWAITE.

H. W. Cowperthwaite, the captain of the Phoenix Bowling Club, and its delegate to the American Amateur Bowling Union, is the only one of the four charter members of the Phoenix Bowling Club, the

champions of the American Amateur Bowling Union final tournament for 1892, and the Section No. 2, of the same year, left. He has been the captain of the club almost continuously since its organization, and is considered the most scientific captain in this country. In the Pemeroy tournament of 1886 he won first high average prize, making an average of 185 in eleven games. In 1889 he won the Phoenix yearly match trophy, with an average of 186. His practice game average was 183. In 1890, out of 54 practice games 10 were 200 or over; 28 between 175 and 200, and six of over 160. In match games that year his average was 182. He is second to Charlie King for high match-game score, 224. In the *Herald* tournament of 1890 he had an average of 195+ in nine games, winning second individual prize—the winner beating him by one pin—an average taken from seven games. In the Young Men's Christian Association Bowling League, 1890, he was high average man with an average of 175+ in 18 games. In the *Herald* tournament of 1891 in 14 games his average was 168+. In Section 2, of the American Amateur Bowling Union, 1892, he bowled 20 games for an average of 172+. In the finals the same year, with 14 games, he made an average of 179+, winning second prize.

CHARLES R. KING.

C. R. King, the holder of the amateur record for a match game score, 287, and the "old reliable," is another of the graduates of the Phoenix Bowling Club. In match games rolled during 1889, he had an average of 176. During 1890 his match game average was 174 and his practice game average 180; he rolled fourteen 200 or better games in that year, twenty-two between 175 and 200, and seventeen above 160. He captured the *Herald* high individual prize in 1891, making an average of 181+. In twelve games in the Section No. 1 of the American Amateur Bowling Union. In 1892 he participated in fourteen games, making an average of 187 5-14, which is the record for the American Amateur Bowling Union in competition. In the finals the same year he had an average of 165 in fourteen games. He has bowled on the teams of the following Clubs in the order named: Metropolitan, Phoenix, Ivanhoe, and this season will roll in the contest of the American Amateur Bowling Union with the team of the New York Bowling Club. Mr. King is one of the exceptions to the general run of bowlers, as he never runs with a ball previous to its delivery, but stands perfectly stationary, within a few feet of the foul

line. His services are probably more sought after by bowling clubs than any other bowler in the city, and the club which secures him is considered to have drawn a prize.

W. F. SHAW.

W. F. Shaw, the individual champion of last year's finals of the American Amateur Bowling Union, has for a number of years rolled on the team of the New York Athletic Club. In the *Herald* tournament of 1890 he had an average of 172+ in seven games rolled. In the Athletic League of that year, in eight games he had an average of 160. In 1891 in the finals of the American Amateur Bowling Union he rolled on the Our Bowling Club's team, the New York Athletic Club not taking part, and with fourteen games had an average of 155x. During 1892, he took part in three tournaments. In section No. 1 he had an average of 164 in fourteen games. In the Athletic League he had an average in 23 games of 166, and in the finals of the American Amateur Bowling Union he won first individual average prize making 184 in 14 games. He was the high average bowler of the New York Athletic Club for 1890 and 1892.

THOMAS CURTIS.

For fifteen years Thomas Curtis has been before the Bowling world. He was the organizer of the Pin Knight, Germania, Excelsior, and Echo Bowling Clubs, all of which have made names for themselves. For five years he was the president of the latter club. He was the organizer of the first tournament on the Elephant Club alleys, Brooklyn, now the Carruther's tournament. He was one of the organizers of the Pomeroy tournament, which was afterwards the *Herald* tournament and is now the Academy tournament. Four years ago Mr. Curtis issued a challenge to bowl any person connected with a regular club a series of match games, being of the same age as Mr. Curtis, fifty-nine years. The first person to accept was Mr. Whitely, of the Roseville Athletic Club. The games were rolled on the alleys of the North End Club, Newark. Mr. Curtis won, rolling five games with an average of 164 against Mr. Whitely's 158. The second match was with Peter Ralyea, of the Amorita Club, of the Eastern District, Brooklyn. The games were rolled on Heiser's alleys, and again Mr. Curtis won, with an average of five games of 146 1-5 against Mr. Ralyea's 143 1-5. Mr. Curtis has been absent but twice in eight years from the regular practice nights of the Echo Club. In 1891 he rolled

240 games, with an average of 154. In 1890 he rolled 213 games, making an average of 145. In 1892 he bowled 200 games with an average of 150. Mr. Curtis rolls a cross-alley ball with a peculiar twist, which is generally very effective in knocking down the pins. His reputation as a bowler makes his counsel in matters connected with tournaments greatly sought for.

F. BRILL.

F. Brill was the individual champion of the first *Herald* tournament in 1890, rolling seven games for an average of 196+. He bowled that year with the Produce Exchange Bowling Club. In the same tournament in 1891, he rolled on the American Bowling Club's team and made an average in fourteen games of 168+. In the Section No. 2, 1892, of the American Amateur Bowling Union, he rolled on the Astoria Bowling Club's team and made an average in seventeen games of 174+. The team, however, did not qualify for the finals. He was therefore deprived from the right to roll for the individual championship for that year. In the Athletic League of 1892 he rolled on the Staten Island Athletic Club's team, and from twenty-eight games drew an average of 168. In the Astoria tournament of 1893 he bowled with the first team of the Liberty Club and rolled ten games, making an average of 177+, which was third average. He will roll on the team of the New York Bowling Club in Section B, Subdivision No. 2, of the American Amateur Bowling Union, which goes on record as the season of 1893.

Rules of the American Amateur Bowling Union of the United States.

(Adopted September 10, 1892.)

1. These rules shall be known as the Rules of the American Amateur Bowling Union.
2. The game to be played shall be the American Ten Frame Game, and shall be played on a regulation alley with regulation pins and balls.
3. A regulation alley shall not be less than forty-one and shall not exceed fort-two inches in width, and shall have a run, back of the foul line, of at least fifteen feet. The spots on the alley shall be twelve inches apart from centre to centre. The gutters shall incline down from a point about opposite the head pin to the pit, so that the gutter, where it enters the pit, shall be at least four inches in depth below the surface of the alley. The pit shall be at least ten inches in depth below the surface of the alley. No cushions shall be attached to the partitions between, or at the sides of the alleys or gutters, at any point opposite the pins; but the partitions may be covered with one layer of leather, only, not exceeding one-half an inch in thickness. The outside of the said covering shall not be less than twelve inches from the centre of the nearest corner pin spot.
4. A regulation pin shall be fifteen inches in height, two-and-a-quarter inches in diameter at the bottom, fifteen inches in circumference at the body or thicket part (four-and-a-half inches from the bottom), five inches in circumference at the neck (ten inches from the bottom), and seven-and-three-quarters inches in circumference at the thickest part of the head (thirteen-and-a-half inches from the bottom.)
5. A regulation ball shall not exceed twenty-seven inches in circumference.
6. In the playing of match games a line shall be drawn across the alleys and gutters, and continued upward at right angles at each

end, if possible, the centre point of which line on the alley shall be sixty feet from the centre of the head-pin spot.

7. Match games shall be called at eight o'clock P.M., and must be started at or before 8.30 P. M. Should either club fail to produce any of its men at the latter hour the captain of the team present may claim the game.

8. In match games an equal number of men from each club shall constitute the teams. In case a club shall not be able to produce a full team, it may play, but the opposing club may play its full team if present.

9. In playing, two alleys only shall be used; the players of the contesting teams to roll successively, and but one frame at a time, and to change alleys each frame. The game shall consist of ten frames on each side. All strikes and spares made in the tenth frame shall be rolled off before leaving the alley, and on the same alley as made. Should there be a tie at the end of the tenth frame, play shall continue upon the same alley until a majority of points upon an equal number of frames shall be attained, which shall conclude the game.

10. Players must play in regular rotation, and after the first frame no changes shall be made in players of their position unless with the consent of the captains.

11. A player in delivering a ball must not step on or over the line, nor allow any part of his body to touch on or beyond the line, nor any portion of his foot to project over the line, while at rest, until after the ball has reached the pins. Any ball so delivered shall be deemed foul, and the pins made on such ball, if any, shall be respotted. Should any ball delivered leave the alley before reaching the pins, or any ball rebound from the back cushion, the pins, if any, made on such balls shall not count, but must be respotted. All such balls to count as balls rolled. Pins knocked down by pin or pins rebounding from the side or back cushion shall count as pins down.

12. The deadwood must be removed from the alley after each ball rolled. Should any pins fall in removing the deadwood, such pins must be respotted.

13. In all match games two umpires shall be selected by the captains of the competing teams, to be stationed at the points and to respectively perform the duties they may agree upon.

14. In all match games there shall be two scorers appointed, one by the captain of each team, whose duty it shall be to keep a correct

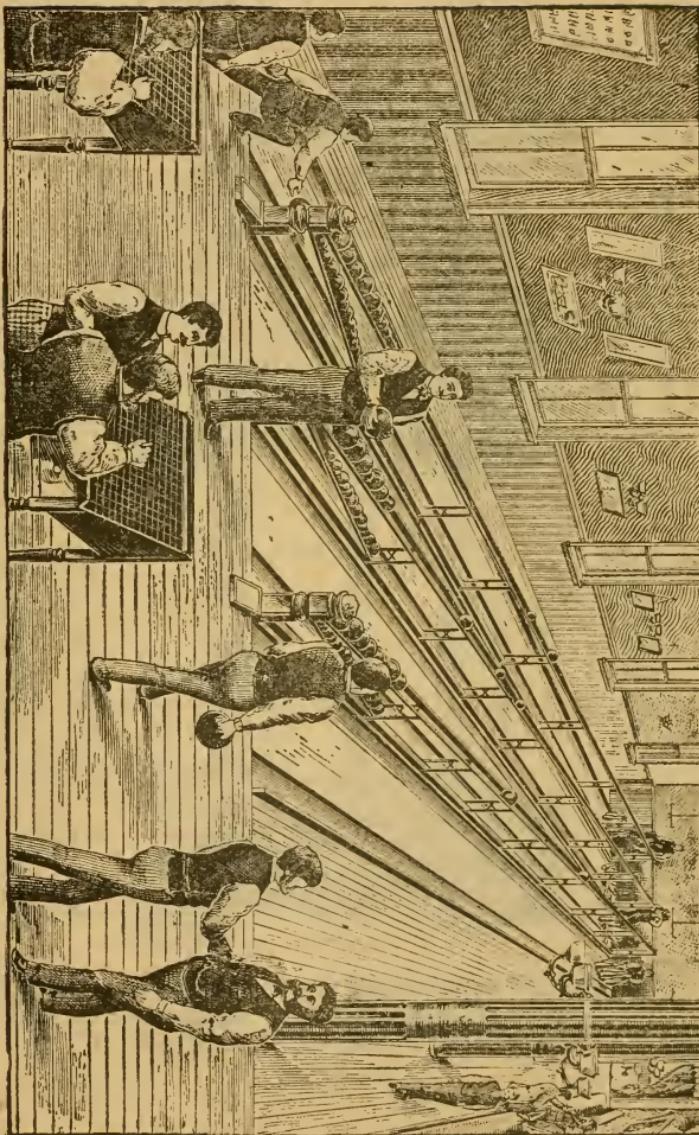
record of the game, and at the conclusion thereof sign their names to the score.

15. The umpire shall take great care that the regulations respecting the balls, alleys, pins and all the rules of the game are strictly observed. They shall be the judges of fair and unfair play at their respective stations, and shall determine all disputes and differences which may occur during the game. They shall take special care to declare all foul balls immediately upon their delivery, unasked, and in a distinct and audible voice. They shall in every instance, before leaving the alley, declare the winning club and sign their names to the scores. The decision of either of the umpire, respecting matters at their stations, shall in all cases be final.

16. Neither umpires nor scorers shall be changed during a match game, unless with the consent of the captains of the teams.

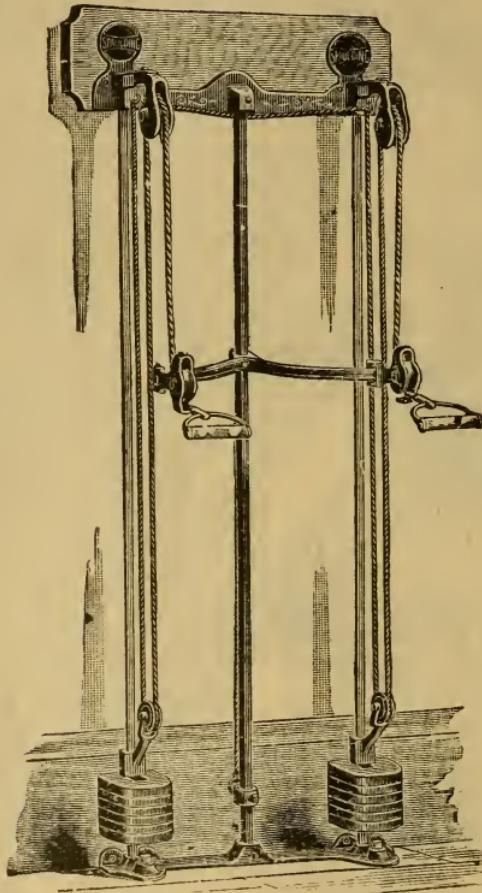
17. No person engaged in a match game as umpire or scorer shall be directly or indirectly interested in any bet upon the game.

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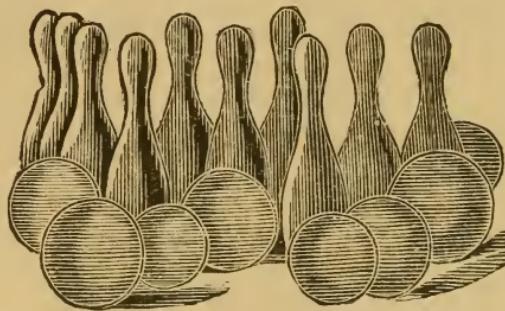
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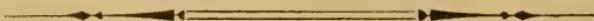
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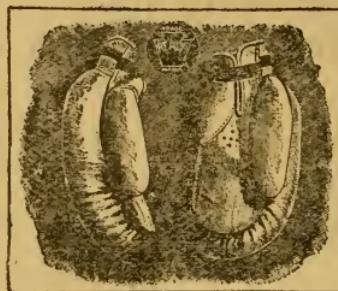
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